## CLAIM AMENDMENTS

IN THE CLAIMS

This listing of the claims will replace all prior versions, and listing, of claims in the application or previous response to office action:

1-3. (Previously Cancelled)

4. (Previously Presented) A method for generating an object processing platform between an object computer and a processing computer, wherein an ad hoc screen assembly is performed by the object computer with the processing computer to couple a respective input and/or output device, comprising:

the object computer initiating a generation of an assembled display combining at least a portion of a display belonging to the object computer and at least a portion of a display belonging to the processing computer,

in response to a user moving an object from the portion of the assembled display belonging to the object computer to an interaction area of the portion of the assembled display belonging to the processing computer, automatically generating an object processing platform, and

activating a local file processing function by means of a local coupling of the object to the interaction area;

wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer;

wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer; and

wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer.

5. (Previously Presented) The method according to claim 4, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

6. (Previously presented) The method according to claim 5, wherein the object-computer-specific data of the object is converted into application-specific data.

7. (Previously Presented) A system comprising:

a processing computer, an

an object computer configured to initiate a process for generating an assembled display combining at least a portion of a display belonging to the object computer and at least a portion of a display belonging to the processing computer,

a user input device for moving an object from the portion of the assembled display belonging to the object computer to an interaction area of the portion of the assembled display belonging to the processing computer, wherein moving the object to the interaction area of the portion of the assembled display belonging to the processing computer causes an automatic generation of an object processing platform for processing the object,

wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer;

wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer; and

wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer.

8. (Previously Presented) The system according to claim 7, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

9. (Previously Presented) The system according to claim 8, wherein the object-computer-specific data of the object is converted into application-specific data.

10. (Previously Presented) A system comprising:

a combination of an object computer and a processing computer that define an assembled display combining at least a portion of a display belonging to the object computer and at least a portion of a display belonging to the processing computer,

wherein the combination defining the assembled display is initiated by the object computer,

wherein the combination is operable to perform an ad hoc screen assembly to couple a respective input and/or output device,

wherein an object processing platform is generated by moving an object from the portion of the assembled display belonging to the object computer to an interaction area of the portion of the assembled display belonging to the processing computer,

wherein activating a local file processing function by means of a local coupling of the object to the interaction area;

wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer;

wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer; and

wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer.

11. (Previously Presented) The system according to claim 10, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

12. (Previously Presented) The system according to claim 11, wherein the object-computer-specific data of the object is converted into application-specific data.

13. (Previously Cancelled)

14. (Previously Presented) The method according to claim 4, wherein moving the object from the portion of the assembled display belonging to the object computer to the interaction area of the portion of the assembled display belonging to the processing computer automatically causes the display belonging to the processing computer to switch from displaying the at least a portion of the local object computer GUI to displaying the local processing computer GUI.

15. (Previously Cancelled)

16. (Previously Presented) The system according to claim 7, wherein moving the object from the portion of the assembled display belonging to the object computer to the interaction area of the portion of the assembled display belonging to the processing computer automatically causes the display belonging to the processing computer to switch from displaying the at least a portion of the local object computer GUI to displaying the local processing computer GUI.

17. (Previously Cancelled)

18. (Previously Presented) The system according to claim 10, wherein moving the object from the portion of the assembled display belonging to the object computer to the interaction area of the portion of the assembled display belonging to the processing computer automatically causes the display belonging to the processing computer to switch from displaying the at least a portion of the local object computer GUI to displaying the local processing computer GUI.